

Strange things are afoot, as well as twelve inch rulers. King of the Pygmies ? Alan Sugar having dropped all advertising for the CPC - and consoles us with the announcement of a "LAP" computer may well have DAKTARIED himself. If there is to be a 16 bit CPC then why not tell us, and if there isn't - then why not ? This missive is read in mightily high places, and they don't subscribe - BOOTLEG ISSUES no less ! How does that compare with a BLITZ'ed disc copy of WORLD CLASS LEADERBOARD? The question is to the SPEEDLOCK, not of this world, creators. Yes we like the T-1 version of SPEEDLOCK as on FREDDY HARDEST, but can we have another couple just to confirm that our extra BLITZ file copes with them as well ? I've no message for the Sugarman, I wonder if he knows that Dixon's supplied me with 3 6128's before I got one that seems to work ? I'm not alone either.

Software houses in general are suffering confusion about the future of the CPC, and most have shelved any forward plans except for re-releases and compilations. The "pick-up" after the end of summer (!) lull happened later than expected, and this newsletter will reflect the confusion thus generated, but nonetheless quite full.

Mike Penney lamented the fact that he will no longer get a mention because I got his name right at last. Mike's at UNI, and I've still got a couple of his tapes that helped me to add a few new files to BLITZ, on their way soon Mike ! When he graduates he'll be Mike Tanner. The BIG BUST is LIVING DAYLIGHTS plus a few other odds and ends. "BIG" is not really the word for it - but if we called it anything else it'd be pointless. Full of double meanings this issue.

MOANS and GROANS from various inhabitants of BONZO TOWERS, and from SOME meddlers ! A few Sundays ago I received 37 phone calls from "meddlers". The interest is appreciated - but a great pile of letters didn't get answered, I currently have a backlog of 40 letters ! I used to answer all letters within two days of getting them, so I am none too happy about that. My sincere apologies to those still awaiting an answer. I don't think I have anything crucial outstanding.

Contrary to popular belief NEMESIS holds my attentions full-time, the daytime is taken up with orders, phone calls, administration (!), and I can rarely get any meddling, programming or "news" written until evenings or weekends. Contrarywise our friendly competitor (not the the noisy one), is a two-man part-time affair - and they restrict their phone calls until the evening, logical ! To solve my problem I really need an assistant with a bit of know-how. The assistant would need paying. Half of what I make or lose in a month wouldn't appeal to a monkey, the DHSS would pay more, so I've installed a enohpelet gnirewsna enihcam. Yep ! I hate them too. For the most part it will just give a message, in the rare event that I am out/away during normal hours it will take a message. For those of you that need to phone, but cannot do so during normal hours then MONDAY evening AFTER 6pm. is the reserved meddling time. As many of you know, my previous answering machine was so busy she couldn't find time to cook a meal in the evenings.

If any of you are keen enough and have a little knowledge about meddling and don't mind accepting a few calls - then please let me know the convenient times and your phone number so that I can put the details in the next news. Meantime see SCREAM ! Next issue will carry Harry's treat, a superb type-in screen compression routine. Saves yards of bytes from 17K files very simply - that's the Xmas treat ! BONZO NEWS still compares very unfavourably with THE OBSERVER, umpteen sections and a colour supplement - and a few BIG BUSTS if you look hard enough.

### GUESS WHAT ?

Early versions of SABREWOLF were OPTION 1. DON SHORE's getting a printer for Xmas and has a dozen bottles of Tippex for sale ! STEVE BROKENSHIRE is trying to get a DISCOVERY+ refund. So is Luke Ireland. Is it worth the effort trying ? I still have Adventures writ by me for sale. JIM JOHNSTON got his ZX81 from a meddler just 4 miles away - you can still get CURSED BE THE CITY from him. SAUCY SANDRA's got another Mag. DAVE COLLINGS once read a copy of AMDATA. So did I. We won't be doing it again. CENTEC ELECTRONIC SYSTEMS "done" me with some emergency discs without library cases. ZONEFOUR didn't. DISKEXPRESS are also most obliging ! LEE BARTON says he got 26,605 REPLIES to his pen-pal request. I think that's an overstatement, so try to make him correct - I've re-printed the plea under SCREAM ! JIM PALMER, JASON BROOKS and a host of others await replies to letters, sorry. Jim says his GREAT ESCAPE won't BLITZ, my copy and at least 6 others do - any more NO GO ? DAVE CROSSMAN is trying to learn M/CODE. So am I. Can I explain how to meddle BOSCONIAN he asks - well I did it, but I'm damned if I can explain it !

### COMPILATION NEWS

SUMMER GOLD - ( U.S. GOLD ), TENTH FRAME, IMPOSSIBLE MISSION, DAMBUSTERS, BEACH HEAD II, BRUCE LEE - ALL "BLITZ", REBEL PLANET - is OPTION ONE, just RUN the "PLANET" file.

TAKE 4 GAMES - ( GREMLIN ), ROCCO ( 464 only methinks ), BLITZ(OLDXL), PROJECT FUTURE - OPT 1 use main file. BANKRAID or SPECIALS for the rest.

ACTION PACK 3 - ( WHS ), WDWII - we know all about this percentage play ! KETTLE ( OPTION 1 or weird according to version ), TRAP and INDOOR BOWLING both OPTION 1.

ELITE'S 6 PAK - all go OPTION 1 except EAGLE's NEST ( Special ). Late news from Luke again.

DISC COMPILATION - The one with DARTS, PING PONG, AIR HOCKEY and TEN PIN BOWLING called INDOOR SPORTS ( Some of them anyway ) is completely unprotected. Dig out your Systems Disc !

**OPTION 1** [318] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "\*" SEE NOTES FOLLOWING.

BOMB JACK 1, BOY RACER, DIGGER BARNES, EASY TYPE 1&2 ( REALLY ! ), FANTASTIC VOYAGE(N), INDOOR BOWLING [compil], NOVA/HAUNTED HOUSE, KINGDOM of SPELDOME, PITMANS TYPING TUTOR ( Do leave off ! ), PANZADROME, PLOT ( FIREBIRD ), SPY V. SPY3, SUPERSAM, THUNDERCATS\*, WAR [MARTECH], WRECKLESS ROGER, THE YOUNG ONES(N). ARNHEM ( noted HACKPACK and RAMDAM )

The loader for THUNDERCATS DEMO ( not seen the real thing yet ) is - 10 OPENOUT"d":MEMORY &7cf:CLOSEOUT:LOAD"tc":CALL &80d

Richard from NEW ZEALAND has observed that ARNHEM is a simple OPTION 1. Strangely, Keith Hankin who beat Richard to it with JOHNNY REB II, had this one organised for me in a different form in August ! Keith won't mind NZ getting the space - and it looks good too. Richard notes that all you need to do is re-arrange the loader to read as follows :

```
10 REM: By Richard Goulstone N.Z. / ARNHEM OPTION 1 LOADER
30 DEF FN a(a)=PEEK(1700+a+a)+256*PEEK(1701+a+a)
40 SYMBOL AFTER 256:OPENOUT"a":MEMORY 1699:CLOSEOUT:INK 1,24:INK 0,0:INK 2,26:PAPER 0:BORDER 0:CLS
50 FOR k=0 TO 2 STEP 2:RESTORE
60 FOR j=1 TO 8:READ x,y:MOVE x+k,y:READ a
70 FOR i=1 TO a:READ x,y:DRAW x,y,c:NEXT i:NEXT j:NEXT k
80 DATA 0,199,8,30,200,40,0,30,-200,-20,0,-5,50,-50,0,-5,-50,-20,0
90 DATA 30,269,4,16,110,8,0,16,-110,-40,0
100 DATA 107,199,10,0,200,100,0,0,-120,-30,0,30,-80,-20,0,-30,80,-30,0,0,-80,-20,0
110 DATA 127,299,4,0,80,60,0,0,-80,-60,0
120 DATA 215,199,10,0,200,30,0,50,-140,0,140,20,0,0,-200,-30,0,-50,140,0,-140,-2,0
130 DATA 323,199,12,0,200,20,0,0,-90,50,0,0,90,20,0,0,-200,-20,0,0,90,-50,0,0,-90,-20,0
140 DATA 421,199,12,0,200,90,0,0,-20,-70,0,0,-70,40,0,0,-20,-40,0,0,-70,70,0,0,-20,-90,0
150 DATA 517,199,13,0,200,30,0,30,-170,30,170,30,0,0,-200,-20,0,0,170,-30,-170,-20,0,-30,170,0,-170,-20,0
160 PEN 2:LOCATE 1,25:PRINT"LOADING..."
170 LOAD"arnhem.bin",1700:a$="":LOAD"arnhem.dat",23350:CALL FN a(0)
```

## **OPTION 2** [58] HEADERLESS FILES.

Strange how something always appears for this option. It's the only one like it - got three more this time:

SIDEWALK, BORED OF THE RINGS, MICROBALL.

Sidewalk needs a little loader, the rest are "bog standard" - see instructions.

```
1 SIDEWALK OPTION 2 LOADER: FILES BACK1-B1-C1-D1-E1
10 MEMORY &7fff:CALL &bbff:LOAD"BACK1"
20 POKE &8002,&be:POKE &858e,&be:POKE &85a5,&be
25 POKE &8100,0:POKE &8101,0:REMOVE BBOX DEFEAT
30 Y=&be81:FOR X=&8581 TO &85b6:POKE Y,PEEK(X):Y=Y+1:NEXT:CALL &8000
```

JOHNNY REB2 - Got spotted and sorted by Richard Goulstone - NEW ZEALAND, but was beaten to it by Keith Hankin in NEWS 12.999.

They do tell me that they lag behind in the preferred hemisphere - but why there should be a need to insulate any part of the anatomy in such a fantastic climate escapes me altogether.

## **OPTION 3** [50] FLASHLOADERS.

SPACE SHUTTLE.

Another one sneaked in, but most you are happily BLITZING these, so -

## **BONZO BLITZ - THE SPEEDLOCK CRACKER**

GOONIES, XEVIOUS, GREAT ESCAPE, MIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BMX SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN'S ROAD, YIE AR KUNG FU II, BRAINACHE, DALEY'S SUPertest, SARACEN, COBRA STALLONE, EXPRESS RAIDER, CRYSTAL CASTLES. WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMEOVER, MAG MAX. HEADOVER HEELS, STREET HAWK, METRO CROSS, SCALEXTRIC, DIZZY, TRANSMUTERS, BLACK MAGIC, TENTH FRAME, ROAD RUNNER, WORLD GAMES (main file), SUPERCYCLE (main file), BEACHHEADII (ODD), plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III. ACROJET, F15 STRIKE EAGLE, WORLD CLASS LEADERBOARD, VAMPIRE, NEMESIS THE WARLOCK, SABREWOLF (ODD), CATCH 23. ACE OF ACES (MFILE), ARMAGEDDON MAN, HIGHLANDER - both, plus umpteen confirmations of old OPTION 3 & BONKEY transfers now via BLITZ .

WORLD CLASS LEADERBOARD, is a 4-course meal. Each has it's own loader that goes with BLITZNU just as DETECT tells you. The holes and other files for each course are OPTION 1. To enable your BLITZ'ed files to pick up the hole info from disc you'll need this short loader to negate the poke in the SPEEDLOCK loader that causes a crash after hole one if it's a disc file. Use the same for each course - you'll need 4 sides of a disc as well ! That'll come down to 2 sides when we get time to examine the loader.

```

1  LOADER FOR W/CLASS L/BOARD - SAME FOR ALL FOUR COURSES.
10 MEMORY &9000:LOAD"WCLBPCD",&9c7c
20 POKE &9cc0,&ca:POKE &9cc1,&b0
30 FOR x=&9cca TO &9cd1:READ a$:POKE x,VAL("&"a$):NEXT
40 FOR x=&9c60 TO &9c6d:READ a$:POKE x,VAL("&"a$):NEXT
50 CALL &bbff:CALL &9c60
60 DATA 3e,cd,32,9c,4f,c3,00,01
70 DATA 21,7c,9c,11,7c,b0,01,00,00,ed,b0,c3,7c,b0

```

BLITZ news is excellent, I've even been able to add a few more files working through DETECT to cope with such as the oddball BREAKTHRU, ACROJET, PRO-SKI (although this can be fixed from a "normal" transfer), and a few others. The very new SPEEDLOCK with one loading file only, as on FREDDY HARDEST has been sorted too. This is only provisional as I need to see more than one of a type to get it settled. Rather than waste space printing out the new files, can I suggest a fl plus postage and your BLITZ DISC? I'll update it, loading screen too if it hasn't got one, and return it pronto.

## **RAMDAM, RAMDAMX or HACKPACK [157]**

It now makes sense to drop any RAMDAM listing - HACK PACK does them, not necessarily vice-versa.

### **HACK PACK**

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

DRUID, STRANGELOOP, HARVEY HEADBANGER[TA], STRIKE FORCE COBRA, THE COMET GAME, RIGELS REVENGE 1&2, MYSTERY OF THE NILE, THINK, RED ARROWS, ANGLE BALL, SIR FRED, STREAKER, SHARDS OF INOVAR [EX], BATTLE for MIDWAY (Compil.), RIDING THE RAPIDS[TA].

Special reference to STREAKER - the TAPE is bugged! Even MASTERTRONIC's replacement is bugged. If you use the BEAMER - bye-bye game! Don't buy it until you KNOW it's OK!

### **SPECIALS**

These programs, that cannot be done via BSM, or any utility (some can be done via BANKRAID on a 6128) short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. \* = Do it yourself with BANKRAID! EVERYONE'S A WALLY\*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE\*, EQUINOX\*, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER\*, THING ON DIN 6\*, ROCKY HORROR, STAINLESS STEEL\*, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS\* (main file only), TLL\*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARIAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER, THING II, NIGHT GUNNER, MISSION GENOCIDE\*, HIJACK, CHAMPIONSHIP BASEBALL, HACKERII, SPACEACE, BUMPSET STRIKE, RANARAMA. WIZBALL, SOLOMONS KEY, JOE BLADE, CENTURIONS, TRANTOR, STRIKEFORCE SAS, BOSCONIAN, JACK NIPPER2\*, SPACED OUT, STARRAIDERS II. BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts (BIGGLES as example). PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them!

### **BONZO CLONE ARRANGER**

Falling into dis-use due to DOO DAH, except for the TAPE archive function - which is what it was for anyway! News reports "dropped" as from this issue.

### **DOO DAH**

Add to the NO GO list, 2112AD and STARWARS. ADD or confirm the WILL GO list - SWORDS & SORCERY, FAIRLIGHT.

**IMPORTANT:** The new loader as listed V26 in NEWS 14 works fine, BUT - on certain "funny format" commercial discs it causes the program to "freeze" on reading a funny sector. This is caused by an infinite loop due to an effective read error. In fact this needs to be written as a "readable error" to get a working "clone". It's been noted on LEADERBOARD. The simple answer is to keep a V24 loader solely for when cloning is needed! It proves that too much error checking can be harmful.

If you haven't kept your V24 loader then make one by deleting lines 1000 onwards and put in a line - 1000 RETURN. This will retain the Printer fix and discard the extra error checking. I re-emphasise the value of the extra check for normal and BBONZO! Thanks are due to Neil Gore for a timely observation. OK then, thanks Neil!

**BANKRAID** - THE 6128/464+RAMPACK + a little knowledge SUPER ROUTINE. Only available from Neil. Neil has provided yet another gen article for BANKRAID users. Keep sending him your info! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and all will be revealed. My valiant attempt to assist with Luke's telephoned info last month came unstuck! The parameters for GREMLIN games were &18E, &30 - sorry Neil! Summit I've seen is the prototype of BANKRAID 3 - cor! It'll need more than smooth talk to get a copy of the finished program from Neil I'll tell you. I just did. Here he is - Neil "BANKJOB" Mac, back with the pen.

Wot Ho and Felicitations,

So you're back eh? Whatdoyoumean (takes a while to split this up into readable words, so I'll give you 10 seconds !) get on with it ? O.k, I understand, just put that axe down. Mission Genocide is the biggy for this month. Thanks go to Pete Millar for this one. Here's the low down, all you need to know . Type in and run this prog :-

```
10 REM BANKRAID transfer of MISSION GENOCIDE by Peter Millar
20 ck=0:FOR x=&bf00 TO &bf1b:READ a$:b=VAL("&"a$):POKE x,b:ck=ck+b: NEXT
60 IF ck<>2676 THEN PRINT"Ooops ! Guess who's bodged the data ?":END
70 DATA 21,00,00,11,90,bb,01,40,00,ed,b0,31,16,bf,3e,06,21,40,bf,11,00,ff,cd,a1,bc,c3,2c,86
```

Get a blank tape and bung it in the player. Save the code created by the previous program onto the tape with :-

!tape:Save "ZTBLOAD",b,&bf00,&1c,&bf00:disc

Rewind your blank tape to the start. Insert your Genocide tape and wind past the first file "ZTB". Run bankraid 2, using these parameters :-

name : ZTB patch : &bf19 mode : 0 place : &be80

Re-insert the blank tape and press play. When the Detail.inf file is about to be written, take out the blank tape (which isn't actually blank anymore) and insert the Genocide one (which you wound past the loader). Press a key to save the Detail file to your Destination disc.

After an interlude while the thing loads (its best to leave this one overnight !). Upon resetting run SWAG2, put the same disc you used in step 5 into your humble disc drive. Use Nopict if you're one of 'em who don't like them blasted thingies. Use run "ZTB" (which stands for "Zest To Bankraid"). If that hasn't cheered you up then it can mean only one of two things : you don't have Mission Genocide or you're not easily cheered up !

Time to sign-off. Remember : You only live once - so keep raiding.

NEIL MacDougall [ 130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS ]

## INFINITE WOTSITS and ETERNAL THINGIES

Another GRAND FIXIT CHEAT from Gerard,

```
10 ' Space Harrier Cheat Loader,Part one.....Save this as HARRIER.BAS
20 ' and part two as HARRIER0.BAS-They replace the file ELITE.BAS
30 MODE 1:inf=0:noshoot=0:nocol=0
50 PRINT "          *****"
60 PRINT "          *              *"
70 PRINT "          * Space Harrier *"
80 PRINT "          *              *"
90 PRINT "          *****"
100 PRINT:PRINT:PRINT "    Do you want to cheat (y/n)":PRINT:PRINT
110 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
120 IF g$<>"Y" THEN GOTO 220
130 PRINT "    Infinite lives (y/n)":PRINT:PRINT
140 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
150 IF g$="Y" THEN inf=1
160 PRINT "    Aliens don't shoot (y/n)":PRINT:PRINT
170 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
180 IF g$="Y" THEN noshoot=1
190 PRINT "    No collision with objects (y/n)"
200 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
210 IF g$="Y" THEN nocol=1
220 CHAIN "HARRIER0.BAS" : ' Part Two

10 'Space Harrier - Cheat Loader Part Two.....Save as HARRIER0.BAS
20 MEMORY 35999:MODE 0:FOR a=0 TO 15:READ b:INK a,b:NEXT: BORDER 0:CLS:CLS:CLS
30 LOAD "HARRIER1.BIN",49152: ' HARRIER1.BIN was SCREEN.BIN
40 OPENOUT "d":MEMORY 949:CLOSEOUT:LOAD "HARRIER2.BIN",950: ' HARRIER2.BIN was BLOCK .BIN
50 IF inf=1 THEN POKE &D74,0 : 'infinite lives
60 IF noshoot=1 THEN POKE &104C,0:POKE &104D,0:POKE &104E,0
70 IF nocol=1 THEN POKE &D47,&C9 : 'no collision with objects
80 CALL 950
90 DATA 0,26,6,0,0,9,2,25,15,3,16,10,13,21,14,20
```

**THE BIG BUSTS**

I thought it was pretty awful - but so many of you asked for it I did it.

**THE LIVING DAYLIGHTS**

1 REM: LIVING DAYLIGHTS BUST. TAPE FULLY REWOUND. DISC IN DRIVE - W/PROTECT OFF.RUN THIS.

2 REM:RUN THIS. GIVES JBOND/JBOND1/JBOND2. USE JAMES.BAS TO RUN IT.

10 FOR X=&be80 TO &bf51:READ A\$:Y=VAL("&"+A\$):CS=CS+Y:POKE X,Y:NEXT

20 IF CS<>22414 THEN PRINT"CRUMBS ! A DATA ERROR !" ELSE CALL &be80

30 DATA cd,37,bd,21,00,00,11,00,be,cd,4c,bf,06,00,11,00,80,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,21,a4,be,22

40 DATA 28,a6,e1,e9,f3,21,00,00,11,00,a6,cd,4c,bf,21,00,be,11,00,00,cd,4c,bf,21,ff,b0,11,40,00,0e,07,cd

50 DATA ce,bc,21,4b,bf,34,06,06,21,46,bf,11,00,c0,d5,cd,8c,bc,e1,11,00,40,01,00,00,3e,02,cd,98,bc,cd,8f

60 DATA bc,00,3e,c9,32,e1,be,21,40,00,22,cc,be,21,00,a6,22,d4,be,cd,c2,be,21,4b,bf,36,30,21,0d,bf,22,cc

70 DATA be,21,40,00,22,d4,be,06,05,cd,c8,be,c7,21,4b,bf,34,21,46,bf,06,06,11,00,c0,d5,cd,77,bc,e1,cd,83

80 DATA bc,cd,7a,bc,00,3e,c9,32,24,bf,21,40,00,22,17,bf,cd,0d,bf,f3,21,00,a6,11,00,00,cd,4c,bf,cd,37,bd

90 DATA cd,19,bd,c3,00,06,4a,42,4f,4e,44,30,01,40,00,ed,b0,c9

5 REM: THIS IS JAMES.BAS

10 CALL &bfff:MODE 0:FOR x=0 TO 15:READ a:INK x,a:NEXT: BORDER 1 :LOAD"JBOND":CALL &bf0d

20 DATA 1,26,0,4,3,25,6,7,8,9,10,2,12,13,14,15

**EVENING STAR** - Luke's meddling. Remember Southern Belle ? Looks like an OPTION 2 job to me !

5 REM: EVENING STAR TAPE/DISC. EX LUKE the WATCHMAN

20 MODE 2:FOR i=&9000 TO &9036

30 READ a\$:POKE i,VAL("&"+a\$):tot=tot+PEEK (i): NEXT

50 IF tot<>5756 THEN PRINT "Oh Dear!":STOP

60 PRINT"EVENING STAR LOADING, START TAPE AT BEGINNING OF HEADERLESS BLOCK": CALL &9000

80 DATA 21,fd,18,11,8c,63,3e,87,cd,a1,bc,11,40,00,21,ff,ab,0e,07,cd,ce,bc,06,05,21,32,90,11,00,c0

110 DATA cd,8c,bc,21,fd,18,11,8c,63,3e,02,cd,98,bc,cd,8f,bc,cd,00,00,45,53,54,41,52

THIS RUNS IT >> 10 OPENOUT "d":MEMORY &18fc:LOAD"estar":CALL &18fd

**MARBLE MADNESS CONSTRUCTION SET - DE LUXE**

Andre observing that many RAMDAM & HACKPACK jobs can be more economical in "straight" form went to work on this, and advises :  
"Use OPTION ONE ( or TRANSMAT ?!) to get the first two files to disc, then STOP the tape. The files will be MARBLEMA.BAS and MARBLEMA.BIN. Reset computer, press PLAY and run the following routine:

10 MEMORY &9fff:LOAD"MARBLEMA.BIN":POKE &a00c,&c9:CALL &a000:SAVE"MARBCONS",0,&2134,&7918

Turn the tape over, rewind it and do the same again to get DELUXEGA.BAS & BIN. Amend the line 10 routine to LOAD"DELUXEGA.BIN", and to SAVE"MARBLUXE",0,&2134,&79e0. Run it as before. You can then erase all except MARBCONS & MARBLUXE. The following adaptation of the original loader will then run it. Total of 63K instead of two RAMDAMS/HACKPACKS !. All good stuff !!

5 REM: ANDRE's MMCS fix disc loader.

10 MODE 1:CALL &bc02:PEN 1:WINDOW 1,1,40,10,25:KEY 139,"call addr"+CHR\$(13)

40 LOCATE 14,2:PRINT "MARBLE MADNESS"

50 LOCATE 7,5:PRINT "TM & ";CHR\$(164);" 1984, 1986 ATARI GAMES":LOCATE 8,6:PRINT "LICENSED TO MELBOURNE HOUSE"

70 LOCATE 6,10:PRINT"Do you want the DELUXE GAME or":LOCATE 10,12:PRINT"the CONSTRUCTION SET?"

90 LOCATE 15,17:PEN 3:PRINT"Press D or C"

100 a\$=INKEY\$

110 IF a\$="d" OR a\$="D" THEN game\$="marbluxe.bin":addr=&8b6a:GOTO 140

120 IF a\$="c" OR a\$="C" THEN game\$="marbcons.bin":addr=&80e8:GOTO 140

130 GOTO 100

140 CLSE1:INK 3,24 :LOCATE 16,10:PRINT"Now Loading":LOCATE 9,13:PEN 3:PRINT "Press small ENTER twice"

170 LOCATE 9,14:PEN 1:PRINT"when loading is complete":LOCATE 4,20:PRINT"We hope you enjoy playing the game":MEMORY &2133

180 LOAD game\$:INK 3,6:LOCATE 16,10:PEN 3:PRINT"NOW LOADED ";CHR\$(7)

210 WHILE INKEY(6)=-1:WEND: FOR i=0 TO 3:INK i,1:NEXT:TAPE

**ZYNAPS**

Lots of meddlers sorted this one - Paul's fell readily to hand - clinical as it should be, do it ! STARTS PAGE SIX.

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5 REM: PAUL ROBINSON'S ZYNAP hack.
6 REM: Skip first block. Gives one file-ZYNAPS.BIN, 37K to run.
10 MODE 0:PRINT"LOADING...":FOR X=0 TO 15:READ A: INK X,A:NEXT:BORDER 0
20 :TAPE:MEMORY 4999:LOAD"!LOADER",&4000:POKE &414e,&80:POKE &414f,&be
30 FOR X=&be80 TO &bea4:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
40 IF CS=3460 THEN :DISC: CALL &4000 ELSE PRINT"UGH!"
50 DATA 0,26,13,16,15,6,3,24,12,9,18,19,20,11,2,1
60 DATA 06,06,21,9f,be,11,00,c0,cd,8c,bc,21,00,0f,11,00,91,01,00,90
70 DATA 3e,02,cd,98,bc,cd,8f,bc,c3,00,90,5a,59,4e,41,50,53

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## SCREAM !

ADVENTURE PROBLEMS ? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES, or SPYTREK, MINDSHADOW, FANTASIA DIAMOND, PLANET OF DEATH, INCA CURSE and the other one ! Well clued up for general help to is PHIL ! Don't forget the SSAE to P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

Actually Phil's done a few more than that - but my filing system leaves a little to be desired and I can't find my DRUID FILE at the moment. Phil having spent an afternoon with Trevor at BONZO TOWERS will know exactly what I mean !

Incidentally, and as a forerunner to what follows, COLCHESTER are quite well organised with several meddlers meeting regularly. It was largely due to their efforts, and in particular Ron's painstaking analysis of BONZO's FLASH PACK & BIG BATCH that they are available this year rather than next. Main point being about getting together !

DEBBY HOWARD - being a distant member of the Colchester group is also a keen adventurer. I wish more of you were ! Debby has completed BRAUN FREE ( who wrote that ? ), AFTERSHOCK, MINDSHADOW, HERO'S OF KARN, SPYTREK, GRANGE HILL, 3 WEEKS IN PARADISE, FOREST AT WORLD'S END, WARLORD and THE EXPERIENCE. Debby will happily assist if you are stuck with any of these. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD.- TELECOM GOLD 74:MIK1511 - PRESTEL 219997199

PORTSMOUTH & DOWN SOUTH - another telephone mate today wondered if there were any other meddlers in the vicinity ! I should say so ! Time you lot got organised and swapped a few ideas, phone Nick Geeves on ( 0705 ) - 735458.

NORTHAMPTON, WELLY, KETT, IRTN & that lot. A number of you have visited BONZO TOWERS. Without exception you have each lamented the fact that there aren't any meddlers locally, and if there are they are all "kids". Well, there are and they aren't ! If you each let me know whether you are interested in getting in touch with other local meddlers, I will do a "round robin" of names and addresses. Who knows - you may get organised enough to have a "meet", pubs not advised for sensible chat !

THE 500 LIST as done by Ian Wilson is much more comprehensive than my own ! It's actually 511, in proper Alpha order, indexing each game to the method of transfer and any references in newsletters. Very useful indeed to me, thanks Ian. A question that Ian asked, how to do "GENOCIDE" - answered in this issue if you've got BANKRAID. Otherwise a "special" - maybe a BIG BUST sooner or later ! If you want a copy of the BSM-511 guide to Meddling then 50p. ( a little more ? ) and a large SSAE will get the goodies: I've paid by way of a free sub for 6 newsletters for mine, seems fair to me.

IAN WILSON, 41 LABURNUM ROAD, ABRONHILL, CUMBERNAULD, STRATHCLYDE, G67 3AA.

QUASI-MODD LOOK-ALIKE, JAMIE VERITY, self described has thus ruined his chances of a winning plea ! I know Jamie very well by 'phone, and he doesn't SOUND like QM ! Jamie seeks a female ( Lady sounds better ) "meddler" pen-pal as a computer-friend. Only proviso is youngish - Jamie's 21. I know we have a number of "meddleresses" - but have we any to fill the need ?

JAMIE VERITY 3 The Cottons, OUTWELL, WISBECH, CAMBRIDGESHIRE PE14 8TL.

LEE BARTON, may or may not have had 26000 replies for a fellow inexperienced meddler. Will you see that he gets at least one reply - please ? LEE BARTON 54 Halton Brow, RUNCORN, CHESHIRE, WA7 2EQ.

## SEMI COMMERCIAL BREAK

BONZO ON ROM ? via RODNEY TIPPING 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 1PH.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

## WADAMIGONNAREADNOW?

WACCI from WACCI 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. 50p. plus a GIANT SSAE gets the works !

SUGAR-CUBE from STEVE BROKENSHERE 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

ADVENTURE PROBE from ADVENTURE PROBE 78 Merton Road, WIGAN, WN3 6AT. Stunning Sandra's offering. £1 gets the goodies !

THE SUNDAY OBSERVER from good newsagents everywhere, except OZ.

## FINALLY..

Not much room left, my meagre advert won't even fit on ! In WACCI style Thanx to all contributors AND readers. Thanx to 4 Neils, 2 Stewarts, 1 Stuart, 2 Roberts, 5 from OZ, 3 from NZ, Graham, Nick, Jason, 3 Phils, 2 Pauls, 2 Dons, 2 Rays, Peter, Alan, Jamie, Luke, The Chelmsford & Birmingham Mob, all north of the border - and anyone awaiting a reply ! At least the orders go out same or next day ! Maybe more organised next time, maybe not. NEWSLETTERS, all back issues as 1-7 summary, de-waffled, and 8-12.99 for £5.00. Singles 50p. + SSAE, BUT 1-7 only as a summary at £1.75. Future issues 50p. + SSAE, or subscribe £3.00 for next 6 ( MAXIMUM ) and we pay postage and supply envelope. The stockbroker who suffered in the exchange slump just after the BIG WIND, went to HAMSTEAD HEATH to hang himself - couldn't find a tree standing. Just like owning BSM & HACKPACK, a 6128 and no tapes ! Next issue, JUST in time for XMAS ! Happy days.. Colin...

NEMESIS